

ART OF MURDER

CARDS OF DESTINY

STRATEGY GUIDE

<http://www.replacementdocs.com>

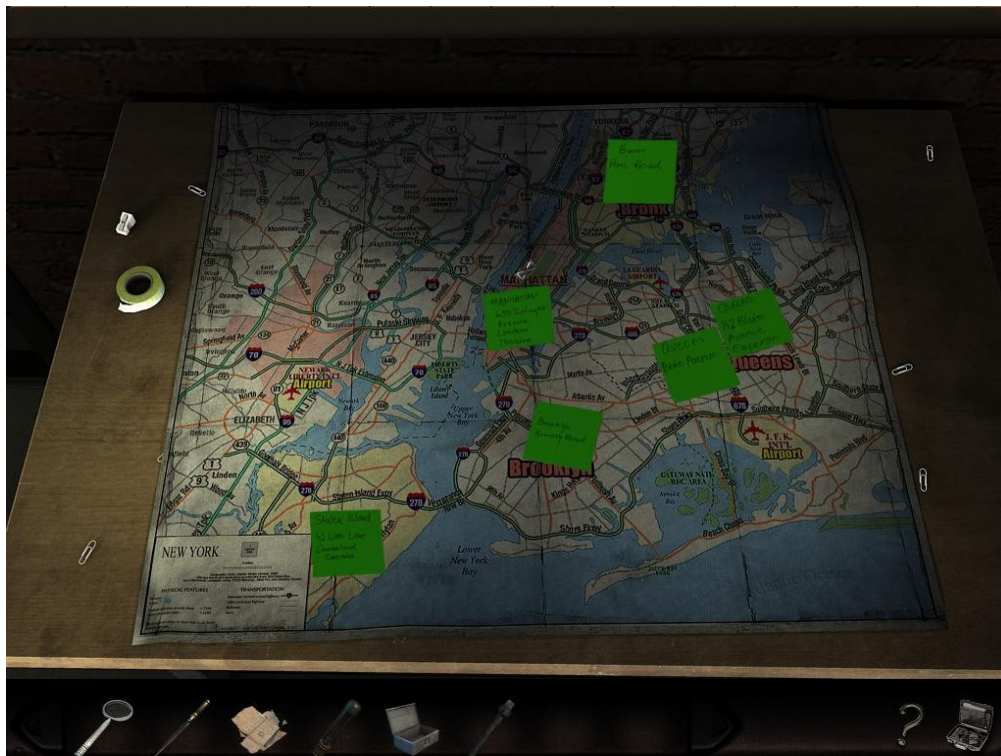


Art of Murder: Cards of Destiny

Walkthrough

1. Nicole's apartment:

When Ruth calls, pick up the phone and talk to her. Look around the room. There's a **parcel** at the desk by the window. Take it, examine it carefully, and try to open; you won't be able to do it with your bare hands. Exit to the hall. Take a **paper knife** from a small table, and some **cat food** from the bench drill. Go back to the room, and use the **paper knife** to unwrap the parcel. You won't be able to open the box, thus you will need a lock pick. Proceed to the mezzanine. Take a **file** and a **packaging of pills** from the bed. Next, use the **file** to open the metal **box**. Examine items taken out of it — a **light bulb** and a rusty **bolt**. There are some inscription traces, but you won't be able to make it out. Take a **magnifying glass** from a cabinet at the mezzanine. Use it to examine the **light bulb** and the **bolt** more closely. Now you will be able to read the inscription on the light bulb. The bolt is rusty, so you won't be able to read the inscription. First you will need to clean the rust off it. Go to the kitchen. Take a **glass of water** from the kitchen table, examine the pill packaging, and put the **pills** from the packaging with the **bolt** into the glass. This way you will be able to get a **cleaned bolt** from the glass, and use the **magnifying glass** to read an inscription from it. Approach the desk, pick up the **phone** and call Wang. While waiting for him to pick up the call, go to a small table by the door and take a **marker** from it. Next, return to your desk, take some green **notes** from it, and pick up the ringing **phone**. Write down the information Wang gave you on **green notes**. Take out the **map of New York** from the **drawer** inside the chair by the desk. Unfold the city plan on the table next to the door. After that, place note cards with pieces of information on different parts of the **map of New York**. You have to place them at the correct locations.



Go back to the mezzanine. Put some **cat food** into the **Hoover's bowl**. Next, proceed downstairs, leave to the hall, and exit the apartment. Travel to Queens, the crossing point of two locations.

2. Blake Avenue:

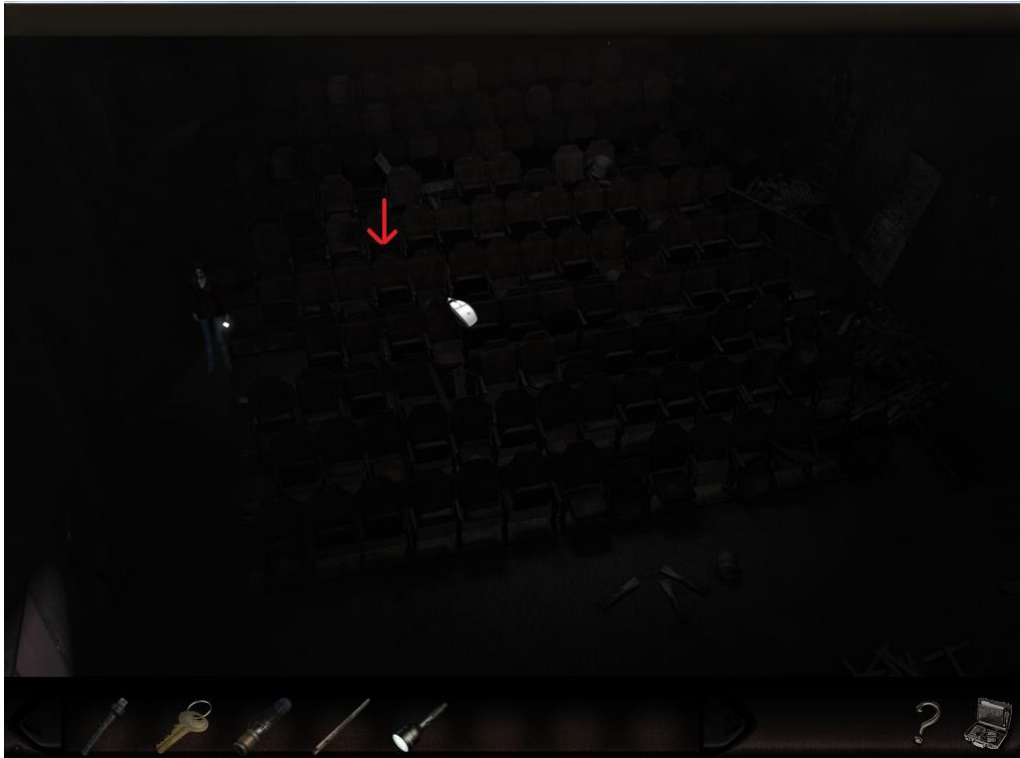
After looking around the neighborhood, approach the cinema entrance. Grab some **batteries** at the door. Afterwards, go to the bar. Talk to the bartender and some skirt-chaser. When a girl leaves for the toilet, follow her. Inside, talk to the girl, whose name is Patti. When you'll have problems breathing, open the window. Now you will notice, that the grating behind the window is locked with a solid padlock. Take a **sprinkler** and some **paper towels** from the toilet. Go back to the bar, talk to Patti and give her the **batteries**. The girl will share a story about the person she looks after. Pick up a **fork** from the corner of the counter. Look under the counter and unstick a **chewing gum** from underneath it. Next, examine a foot rest. Unscrew a **knob** and use the **fork with chewing gum** to retrieve a **key** from there. Unstick it from the chewing gum. Go out of the bar and pick up a **screwdriver** from the street. Back in the bar, go to the toilet. Open the window and examine the **grating**. Try to open the padlock with the **key** found earlier before, however you will find it a bit rusty. Return to the bar, and take a **bottle of oil** from the table occupied by the bikers earlier before. It appears to be empty. Talk to the bartender, and ask him to give you some oil. Use a drop of oil with the **key**. Return to the Ladies' Room and open the **padlock** with the greased key. Exit the toilet through the window.

Look around the backyard of the bar and cinema. Pick up a **bucket**, some **bricks** and a **rod** from next to the wall. Afterwards, go upstairs to the back cinema entrance, insert the

screwdriver into the **door handle hole**, and raise the window with the **rod**. Now you will be able to enter the cinema through the window.

3. The Cinema

Approach the table in the hall, take a **reel with film** and a **screwdriver** from there. From the **key locker** next to the projectionist's booth you will get a **key**. Enter the projection booth and look around. Take a **film reel container** and a **reel** from the table. Examine a **rewinding crank** and insert the **screwdriver** into the **crank hole**. Take the **film** from the **container** and mount it on the **rewinding machine**, placing an **empty reel** on the other side of the device. Next, rewind the film with the crank. Take the **film on a reel** from the rewinding machine and approach the **projector**. Mount the **empty reel** on the lower side of the projector, and the **film on a reel** at the top side of it. Open the **projector lamp** box and apply a **bulb** into it. Approach the **small window** used to project the movies, and pull the **handle** to retract the **lever**. Clean the **window glass** with a **paper towel** with a **glass cleaner** applied to it. Go behind the second projector and power on the **amplifier**. Return to the **projector with film** and try switching it on. Unfortunately, the **bulb** seems to have burnt out. Go to the second projector and take out another **bulb** from it. Replace the **bulb** and retry switching on the projector. Unfortunately, you won't be able to watch the movie, because of the **curtain** obscuring the screen. Exit the operator's booth and go downstairs to the auditorium, and from there to the **back room**. Get a **flashlight** and a **cast-iron wheel** from the back room. Approach the curtain mechanism and inspect it thoroughly. Afterwards, apply the **cast-iron wheel** to the **revolving mechanism**. Put the **bricks** into the **bucket** and rotate the **wheel** until the mechanism blocks. When it blocks, mount the **wheel handle** on the **bucket with bricks**. The curtain will slide aside. Return to the operator's booth, switch on the **projector** and watch the movie. Next, proceed back to the auditorium and look around with a lit flashlight. Examine the **seat plan**, and you will notice a marking, the same as on the first parcel and the film — two squares with an exclamation mark. At the 5th row's „d” seat I take a **piece of metal** with a **ticket** stuck to it. Unstick the **ticket**.



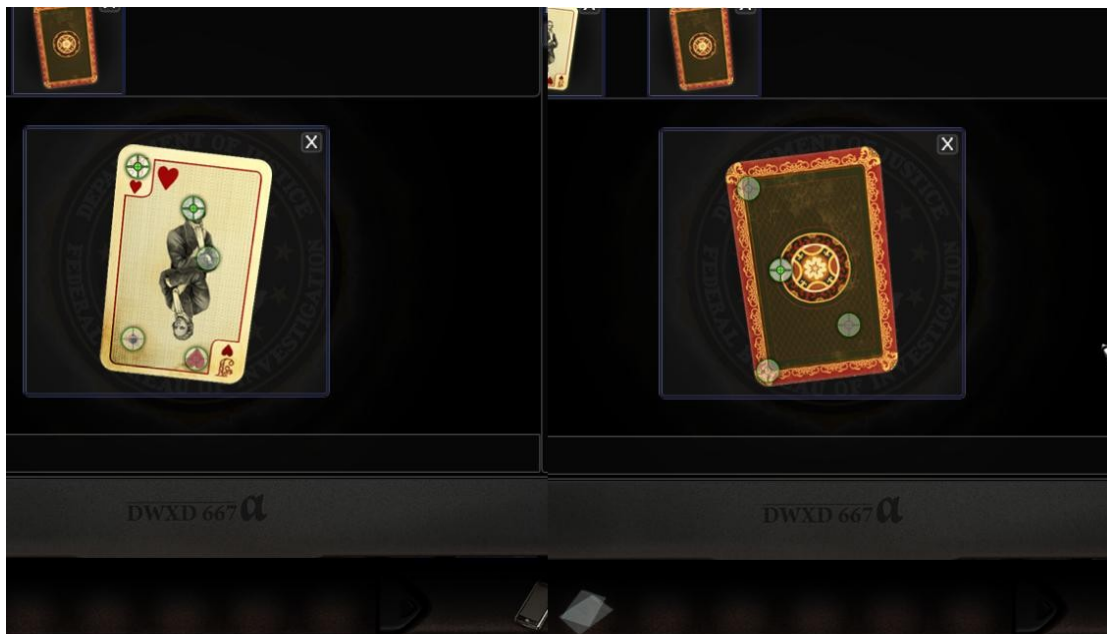
Approach the door, and try to open it, but you will find, that they are closed. Use the **piece of metal** to open the door and exit the cinema.

4. The Platform

When you get to the platform, a speeding train rams into a car blocked between the barriers. Soon the police arrives, with a technician named Wang. Look around the platform, question witnesses, talk to a policeman and the technician. Take a **block of concrete** from the platform. Following further on along the platform, you will notice a **copper tube** on the trash can. Take it. Approach the barrier, and you will notice a **card** stuck into it. When you look around the platform, you will notice a symbol on a box near the barrier — the same symbol, which appeared on the film and the parcel. The box will be closed. Near the barrier you will see a **manhole**. Stick the **copper tube** into it, and hit it with the **block of concrete** collected earlier. Next, pull out the **deformed tube** and take it to the **wire box**. Insert the **tube** into the **box handle** and I open the box. Go to talk to Wang. He will let you to take the **camera** and **evidence bags** from the technician's box. Return to the barrier. Take a picture of the card stuck on the barrier, and use an **evidence bag** to retrieve the evidence. Approach the box. Take a picture of the place where the newspaper clipping was found. Use an evidence bag to take out the **newspaper clipping** from the box. Make a picture of the mark on the box. Return to the cinema and retrieve the **bulb** found earlier in the parcel, plus the **film reel**. Also, take a picture of the mark found on the seat plan of the auditorium. Return to talk to Wang. Put the **evidence bags** and the **camera** into his box, and return the evidence to the technician. Approach Patti, talk to her, and after that give her a lift to her home in Jersey.

5. FBI Field Office

Drive to the office and talk to Wang. He will tell you about an expert waiting somewhere in the hall. Exit the lab and talk to the expert. Return to your office. Talk to Nick. Take your **magnetic card** and some **calling cards**. Look at those cards and you will find out, that they belong to Nick. Talk to your partner, who will give you your own calling card for his own. Go to the mezzanine and look for the expert. You will find him in the hall downstairs. Talk to him and present him with your **calling card**. Go back to see Wang. He will agree to help you under the condition, that you cover for him on the **shooting range**. Take his **magnetic card** and go out. Go to the **shooting range** at the ground level of the building at the **right corner**. Use **Wang's magnetic card** to enter the shooting range. Approach the shooting spot, take the **G17** and fire some shots. In case you'll need to, replace the **target** and pick more **clips**. After firing enough shots, return to Wang and deal with the evidence. Pick up the **Jack of hearts**, **evidence bags** and some **gloves** from the worktable. Go to the **scanner**. Use **gloves** to pull out the Jack of hearts from the **evidence bag**. Open the **scanner** and put the card into it. Close the scanner and press the „**Scan**” button. Open the scanner and turn the piece of evidence on the other side, scan it, open the scanner again, and retrieve the evidence. After that, close the scanner. Put the evidence back to the **evidence bag**. Go to the **computer**. Click on the screen, and the computer will scan your **fingerprint**. Click „**Enter**”, drag and drop the **reverse** and **obverse** of the card into the drop area of the screen and press the „**Analyze**” button. On the reverse of the card, select the **second area from the top**. On the obverse — **two first areas from the top**.



Next, press the „**Search**” button. There are 5 matches which you will be able to view. Leave the computer and talk to Wang. Return the evidence to the place where you took it from, and go to talk to your boss.

At the chief director's office entrance, have a conversation with Ruth. Next, enter the office and brief your boss about the last incidents. He will reply that the bomb squad guys are already dealing with a parcel delivered for you. When you exit his office, you will stumble upon the squad securing the dangerous delivery. Talk to one of them, and you will learn that they have sent the **parcel wrapping** to the lab. Pay a visit to Wang, and get the **wrapping** from him. After examining it thoroughly, make a carbon copy at Ruth's office. The whole packaging is covered with writing, but you will be able to make out some numbers and letters. Try folding the **wrapping paper** in search of any clues. Eventually, you will discover a **code** — a number **68**, a letter **Q** and a symbol of **heart**. Go and talk to the bomb squad officer, and he will explain to you the meaning of symbols used in the code. After getting the sequence of **6812**, use it to open the box.



When you succeed, proceed to the detonation chamber and retrieve some pieces of **evidence** from the box. Using rubber gloves, put them into **evidence bags**. If you don't have an empty bag, go to the lab and take one from the **worktable**. Next, take the evidence to Wang. Scan the **highway ticket** and a **token**. The computer in the lab will help you analyze these scans. Mark an appropriate part of the highway ticket: the second one from the bottom.



The analysis will provide you with a location: the amusement park at the highway exit. Talk to Wang and Dick, and then travel to the location with your new partner.

6. The Amusement Park

Talk to the SWAT team leader. Next, proceed towards the alley. Talk to the SWAT team member. Examine a set of binoculars standing next to the guardhouse. One of them is pointing at the shooting range, but you won't be able to look through the other one, because you will lack the proper token. Afterwards, proceed to the alley to the right, and take an **oil can** from there. Approach the guardhouse door and pick up a **wooden block** from the door. Enter the guardhouse and take a look around. Open the drawer and take: **some tokens**, a **bulb**, a **shooting range key**, and some **air gun shot**. You will notice a cabinet with keys on the wall. When you try to open the fridge, you will notice that it's locked with a padlock. Go outside and talk to a SWAT team member. Approach a closed shack and take a **crank** from there. Next, go to the alley in front of the shooting range. Lift the **metal grating** and approach the roller shutter mechanism. Install the **crank** at the **crank arbor**. Insert the **key** found in the guardhouse into the lock, and turn it. Try turning the crank, but it won't move. Go to the front of the house of horrors. Take a **shovel** out of a wooden box found to the right of the ghost train control room door. Enter the control room. Examine the control panel. Pick up a **prop** from under the window and a **storeroom key** from a nail by the window. Exit the control room and proceed to the storeroom on the left from the ghost train. Check the door, only to find out that it's locked. Use the key found in the control room to open the door. It will be dark inside. Use the **bulb** found in the guardhouse on the **bulb socket** and turn on the light. Pick up a **hammer** from the floor. Approach the **workshop**. Pick up an **oil can**, some **string** and a **train car wheel**. Return to the shooting range. Fill the oilcan. Place the **metal**

grating next to the shooting range wall and rotate it to be able to climb on it. Again, insert the **key** into the shooting range door keyhole. Climb onto the **grating**. Pour the oil from the oilcan on the roller shutter mechanism. Climb down the grating and turn the **crank**. The shutter will lift. Enter the shooting spot. Pick up a piece of soft PCV from the counter. Put **tokens** into the token slot, and load the air gun with **shot**. Shoot the animal targets until you win a **doll**. Examine it thoroughly and take a tag off it. Examine the tag, and you will notice an **arrow** on it. Go back to the guardhouse. Approach the key cabinet. It is locked with a padlock. After examining the cabinet, you will notice that the **hinge** can be easily dismantled. Take out a **nail** off it, and open the cabinet. Take off all the keys and examine them. Next, put the keys back in a correct order. The key with number 2 will have a **down arrow** written on the tag.



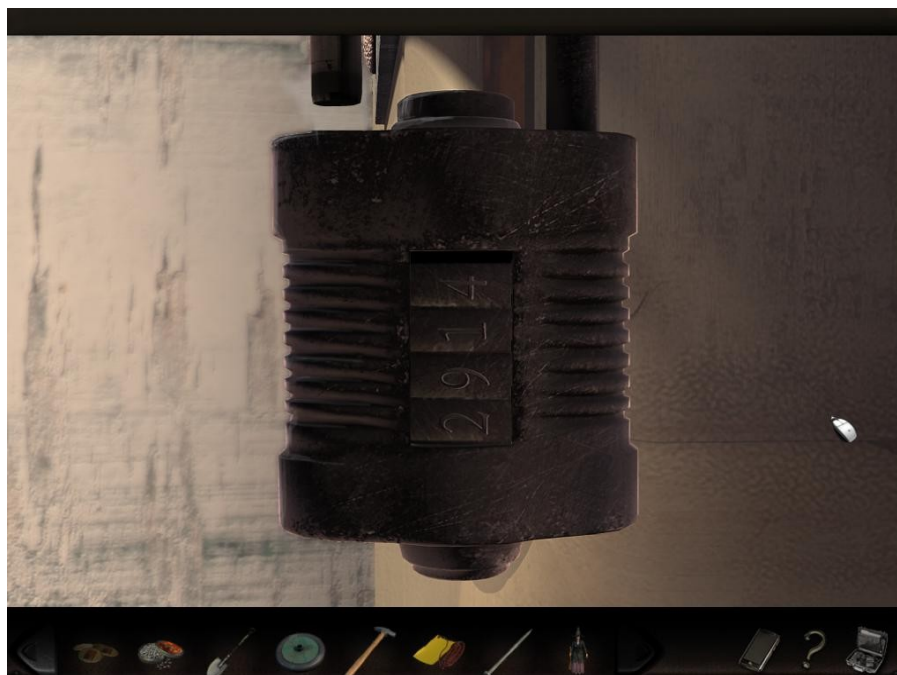
The tag with number **9** won at the shooting range, will be appended with an **arrow** as well, along with an **Ω** symbol. After you place the keys on their right places, those two arrows will point at the key **14**.



By putting the keys in a correct order, and using the hints from the tags, you will receive a code for the refrigerator (2, 9 and 14).



Approach the fridge and open it by entering the correct sequence on the combination lock.



Inside the fridge, you will find a **key to the control panel** of the house of horrors. Close the fridge back with the combination lock, and proceed to the house of horrors. You will meet your partner there. Talk to him. Pull out a bar from the house railing. Enter the control room.

Use the **bar** to pull out a **twisted nail** from the wall (the one you took a storeroom key from). Return to the workshop at the storeroom. Insert the **window prop** into the vise. Put the **plastic tile** into the vise screw, and straighten it, turning the **prop**. Pierce the plastic tile inside the vise with a **nail** pulled out from the key locker in the guardhouse. Thread the string through a hole in the plastic tile. Next, straighten the **twisted nail** the same way you did with the plastic tile. Exit the storeroom and approach the row of cars of the ghost train. Examine a car. Mount the **train car wheel** on the **axle**. Block the wheel with a makeshift pin (the **nail**). Don't forget to hit it with a **hammer** to bend it after installing it. Look at the **car underbody**. Use the **plastic tile with a string** to secure the car wheel from the **rail**. If you don't do this, the car will start without you. Go to the **control panel**. Insert the **key** into the control panel and turn it. Next you have to switch on all the lights, pressing the appropriate combination of buttons. The correct sequence is **S2, S3**.



Go back to the car and pull the **string** to release the tile from between the rail and the car. Enter the **train car** and go for a ride. Inside the house of horrors you will get a **card**.

When the ride is over, call Dick. Next, proceed to the amusement park's main alley, where you will meet the security guard — one Benson. Talk to him. In exchange for the code to the fridge, he will give you a handful of **tokens**. Use them to unlock the **binoculars**. Put Benson's tokens into the slot, pull the handle and look through the binoculars. The view will be obstructed by some barrels, but you will be able to make out a blurred queen of hearts on one of them. Approach the barrels and place a **wooden block** next to them. Use the **spade** to lift the barrels. The whole stack will fall apart. Go back to the **binoculars** and look through it again. You will see a building in the distance.

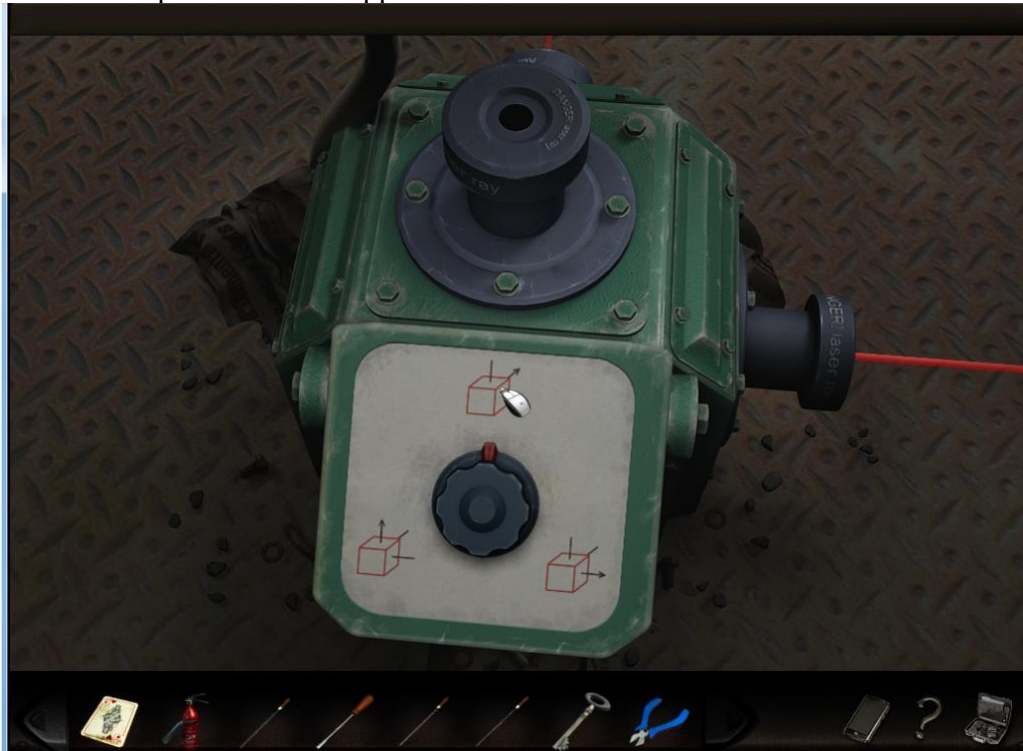
Return to the security guard and talk to him about the building. He will explain to you, that it is a derelict power plant. Drive there.

7. The Power Plant

Take out a steel pipe from the minibus by the power plant. Enter the power plant building. Approach the generator wall and take a **carbon dioxide extinguisher**. Move to the right of the „Level 0” and approach the workshop. Open the right drawer of the worktable, and take: a **round file**, a **triangle file** and a **small key**. From the left drawer you will get: a **screwdriver**, a **wrench** and a **flat file**. Return to the main hall. Go up to the „Level 1”. Use the window to proceed to the ledge. Move through the ledge to a ladder and climb it to the top. Go through the window to the „Level 1”. Take the door on „Level 1”, to go to the „Level 0”. Return to the „Level 1”, and proceed to the platform on top of the generator. Use the **wrench** to unscrew bolts of the turbine top cover.

Insert the **steel pipe** into the top cover hole and turn it.

Pick up **wire cutters** from the floor. Proceed to „Level 2”. You will find a diagram near the ladder. Pick it up and examine it closely. You will find laser system schematics on it. Approach the laser next to the ladder. Use the **knob** to change the direction of the beam. Now you will be able to proceed to the upper level.



Go up the ladder to the „Level 3”. Climb the gantry and examine the **bomb**. Use all **files** you have with the **screwdriver**. Use the **carbon dioxide extinguisher** to freeze the **mercury sensor**. Use the **filed screwdriver** to unscrew **bolts**. Freeze the **mercury sensor** again and lift the **bomb cover**. Cut the **wire** connecting the clock (the last one from the top).



Use the **key** to unscrew **spacing sleeves**, and take off the **cover**. Stick the **screwdriver** into the clock mechanism. Go down to the victim.

8. FBI Field Office

Talk to the boss. Next, exit to the hall and talk to Dick. Proceed to the interrogation room and talk to the security guard suspect. Proceed to your office, and take **photos** from the **files** on the table. Return to question the guard. Show him the pictures. Exit to the hall to get some **matches**, and talk to Dick. He will go to question the guard afterwards, and you should go to see Ruth. You will meet her on her way to the secretary's office, and she will give you **Benson's files**. Ruth will suggest, that you should take some practice at the shooting range. You can do it, when you have some free time. Return to talk to your boss, and he will tell you to see Wang. Go to the lab. During the conversation with Wang, Dick will pop up, saying that there was a call from the Card Man. Go to the monitoring room, and answer the phone to talk to the Card Man. Exit the room afterwards. Back at the hall, talk to your boss, who will direct you to see the bomb squad guys. The sapper will give you the **wrapping**. Take it to Wang. The technician will perform a microscope analysis and find some **seed traces**. Use tweezers to place them on **microscope slides**. You can get them from the **worktable** by the microscope. Slide the **microscope stage** and place the **slide with the seed fragments** on it. Slide the **stage** back to its original position. Switch on the **microscope**. Look through the **eyepiece**. Adjust the focus with a **knob** on the right side. Put the **seed fragments** together. Double click them to turn them over. Next, use the red button on top of the eyepiece to send the whole seed to Wang's computer.



Go to the computer and analyze the seed. Move the seed icon to the **drop area** and press the „**Analyze**” button. Cross-match the search results with the seed icon.



When you find the right result, click „**Search**”. A **map** will appear. Print it. Scan the **wrapping** which Wang has given you back, and analyze it using the computer. Drag and drop

the **reverse** and **obverse** of the wrapping to the drop area of the computer screen, and press "Analyze", following with "Search" buttons. Another map will appear. Print it. Return to your office. Turn the lamp on. At this point, you won't be able to determine anything. Talk to Dick. Go to the monitoring room, and listen to the recording of the conversation with the Card Man. In order to find the sounds of interest, you will need to apply filters to the recording. Click the „**Analyze**” button. Next, select the first range and click the „**Filter**” button. Click the „**Analyze**” button again. Select the **second range** and **filter** it. Press the „**Analyze**” button for the third time, and select the **third range**. Filter and play it, by pressing the „**Play**” button. You will discover a Louisiana radio jingle on the recording. Go to your office. Talk to Dick about the radio range. Approach the **board** with a map, and mark it with the printed maps of seed occurrence, plus the company office locations. Take a marker from the desk and use it to mark the appropriate area. Talk to Dick. Take your partner and travel to Louisiana.

9. Sheriff's office, Detalion Town, Louisiana

Talk to the Sheriff at his office. Next, go out to the street with Dick, and talk to him. Take a look around the town. Go to the bar and talk to Aaron, the local tramp. You will learn about the mojo confiscated by the Sheriff. Go to the pier, and talk to the woman standing there. Return to the Sheriff's office and talk to him. When he leaves, take **scissors**, a **post card** and **adhesive tape** from his desk. Return to Aaron and talk to him. Next, go to the pier, and talk to the woman about boat rental. You will not be able to rent a boat, though. Return to Aaron and talk to him about the boat. You have to promise him to get his mojo back from the Sheriff. Go to the Sheriff's office. Approach the cabinet and use the scissors to remove the wood slat holding the pane in place. Next, pull the pane out. Take the **copper tube** out of a bag, and a string-tied small bag — the **mojo**. Insert the pane back into place. Go to Aaron and give him the **mojo**. During the conversation with the tramp, you will get a **wrapped chicken**. He will tell you to take the **copper tube** to the swamp, and suddenly start to feel worse. The woman from the pier will show up at this point. Her name is Momma Morton, and she is Aaron's sister. She agrees to borrow you the boat, and explains to you the difficult way to reach the cabin on the swamp. Go to the pier, and enter the **boat**. When you try to start it, it won't go. Take a look at the **steering system**, just to discover that there is a hole in it, and it lacks braking fluid. Take out the **brake** fluid and a **funnel** out of the toolbox. Disconnect the **tube**, rip off a **piece of tape** and use it to cover the hole. Try to use the **funnel**, only to discover that it is too large. Fold the **post card** into a **makeshift funnel**, and use it to fill the **steering system** with **fluid**. Reconnect the **tube** to it's original place, and try moving the **rudder**. At this point, you will realize, that you don't remember a complete set of directions provided by Momma Morton. You will need a map. Go to the Sheriff's office, and pull the **map** off the wall. Return to the boat, and travel to the cabin at the swamp.

10. Cabin at the swamp

Enter the cabin. You will need to use handcuffs to restrain a man inside. Cuff him to a railing on the porch. Talk to him. He will turn out to be a writer, who allegedly was going to purchase the cabin. When you will try to enter the cabin, you will find out, that it is too dark. Go to the left part of the porch. Pick up a **deckchair** and a **boat hook**. Take a look at the

battery. Go down to the pier, and call Dick to check the writer. Also, call Ruth and ask her to find out, whether there is a Prescott Crossby Moreau law office registered in Louisiana. It appears, there isn't. At this point, Dick calls and confirms the writer's identity. Talk to Blake and uncuff him. Try again to enter the cabin, only to will find out, that it is still too dark. You need to get some power to turn on the light. Go to the left part of the pier, and take some **copper wire** off the post. Go back to the battery. Make a **loop** on the copper wire and connect it to the battery. Next, isolate the connection with a **piece of adhesive tape**. Go back to the cabin with the writer. Take an **old calendar** off the fridge. Go to the right side of the cabin. Take a **basin** and an **empty can**. Use the **axe** picked up from the floor to chop the **box** on the **stump**, in order to get some **wood chunks**. Take a **bucket** as well. Go to the **left side of the pier**, and get some water with the bucket. Return to the cabin. Take an **old calendar** off the refrigerator. Put the **calendar** and **wood chunks** into the **stove**. Talk to the writer, and get a **lighter** from him. Use the **lighter** to make a fire in the **stove**. Approach the **cupboard**, and take two **mugs** and a **tea can** from it. Remove the **kettle** from the stove. Go to the left part of the pier, and pour some water into the **kettle** from the **bottle** found next to the battery. Return to the cabin and place the **kettle** filled with water on the **stove**, along with mugs. Put some **tea** to the **mugs**. Talk to the writer. At this point, your phone will ring. When you leave the cabin to pick up the call, it will turn out, that it wasn't you cell phone. When you return to the cabin, the writer will offer you some tea. Take the **mug** from the stove. When you drink the tea, you will notice, that you're getting dizzy. Leave the cabin. When on the porch, you will black out. After you return to consciousness, you have to go back to the cabin. Take a look around inside, and go back to the porch again. The writer is nowhere to be found. On the pier you will find Blake's **phone**. Use the **boat hook** to lower the **drawbridge** and proceed further to the pier. On your way there, you will stumble upon an alligator. Unfold the **chicken** which Aaron gave you, and feed the alligator with it. The reptile will move away to fetch his meal. Proceed further. When you reach the end of the pier, you will find out, that there are some stilts sticking out of the water. You will have to jump on them to proceed further. It's dangerous, and it's pitch black out there. Return to the cabin, and try to light a lamp. You have to do something to light your way. Try to refine some swamp water to get some fuel. Take some **canvas** off the **deckchair**. Apply the canvas on the **funnel** and trim it with **scissors**. Install the **funnel with canvas** on the **kettle** on the stove. Pour some petroleum from the **bucket** to the **kettle**. Place a **mug** below, and connect the kettle to the mug with a **copper tube**. Cover the spout of the **kettle** with some **adhesive tape**. Wait for the refining process to finish. Take the **mug** with the refined petroleum, and pour it into the **lamp**. Light the lamp, using the **lighter**. Go out of the cabin, and go to the last pier. Make the **basin** float on the water next to the pier, place the empty **can** on it, and put the **lit lamp** on top of it. The lamp will light your way, and you will be able to proceed further. You will have to be careful, because the stilts are rotten, and some dive underwater or simply break under your weight. You have to step on correct stilts, avoiding those crossed out.



Next, jump on the pier. Take a **stick** from the pier. Use it to lift the **lamp**, the **can** and the **basin**. Construct the lighting assembly again on water after the second drawbridge. Jump on the first stilt. Use the **stick** to move the **board** placed on stilts. Take the makeshift gangway to move to the next stilt. Again, take only the stilts, which are not crossed out.



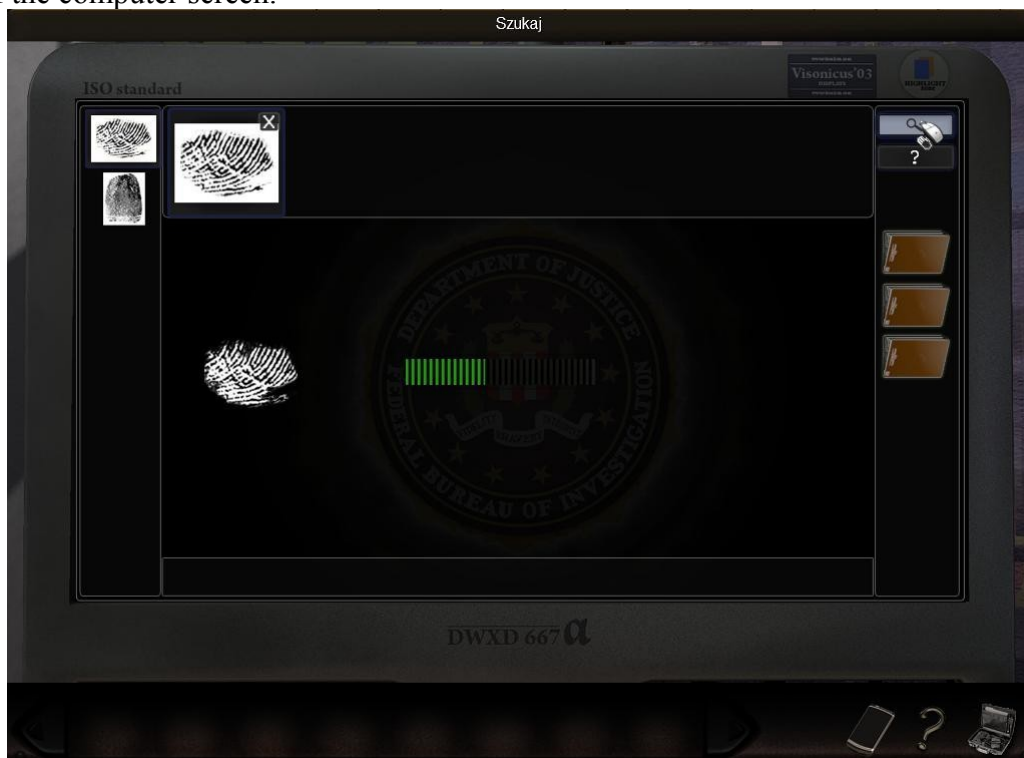
When you reach the last stilt, pick up the **lamp** from the can. Place the **lamp** on the peg on the right side. Place the can and the basin in front of you, jump on them, and jump further to the pier. Proceed to the steamer.

11. The Steamer

Go to the steamer. Climb to the top deck, and from there to the paddle wheel. You will notice the writer is tied up to the wheel. On the deck you will find a **broken bell**. Take the **clapper** of the bell, and go to the **bridge**. The door to the bridge is closed. Break the pane with the **clapper** and enter the bridge. Take the **captain's hat** and you will get another **card**. Use the **lever** of the telegraph to stop the paddle wheel. Go see whether it stopped, and check if you can untie the writer. Next, perform a search of the steamer's surroundings with your partner and the Sheriff. You will find a journalist snooping around. Bring him in to the FBI Office.

12. FBI Field Office

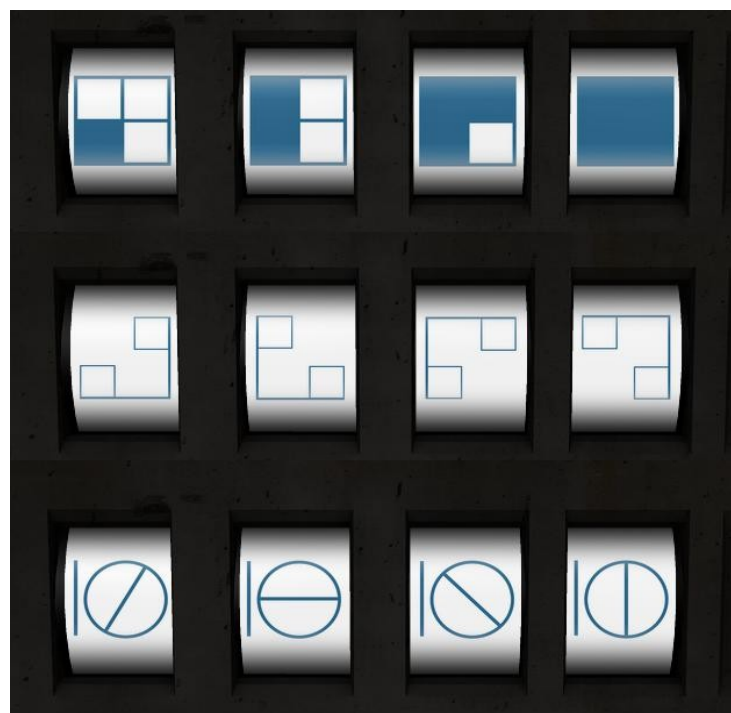
Interrogate the journalist. During his interrogation Dick will come in and present you with a newspaper featuring a picture of you next to the victim in the power plant. Go to the hall, and get some **cola**. Dick will follow you outside. Pick up a call, and you will learn from Wang, that he found a **partial fingerprint** in the car of the first victim. Talk to Dick, go to the cola vending machine, and pick up one **can**. Return to the interrogation room and talk to the journalist. When he drinks the cola, take the **can**, and bring it to Wang. The technician will take fingerprints off it. At this point, you will get a call from Ruth, telling that your father tried to reach you. Exit the lab, and call your father back. Afterwards, return to Wang. Perform a fingerprint analysis with the technician's computer; drag and drop them to the drop area of the computer screen.



You will get an „access denied” message when trying to analyze the partial fingerprint found at the victim’s car. Compare the partial fingerprint with the journalist’s fingerprints. Perform a comparison analysis until you find out, that they don't match. Talk to Wang, and he will tell you to see the boss. Go to the boss, and he will provide you with a military database access. Return to the lab and analyze the **partial fingerprint** again. You will learn, that the analyzed fingerprint belongs to one Paul Reed. Talk to Wang. Exit the lab. You will meet your boss at the hall. Talk to him. He will ask you to go see Ruth, who was supposed to collect information about jurors at Benson’s trial. Exit the secretary’s office, go to your room and talk to your partner. Next, travel to Maine.

13. Norwitch – Maine

At Norwitch, you will talk to Dick, who is going to see the judge. You will stay to take a look at the surroundings of Reed’s house. Take mattress hanging from the fence. Go towards the barn door. Examine the stove. Take a **pump**, some **salt** and **soap** off it. Move to the side of the barn. Go to the conveyor belt, and take a **board** from there. Grease it with **soap** and apply it under the conveyor belt. Scatter **salt** around the conveyor belt to melt the snow. Apply the mattress under the **board**. Connect the **pump** to the **valve** of the mattress, and pump it up. Move the conveyor belt to the barn window. Get on the conveyor belt and enter the barn. Look around. Approach the elevator panel, and put symbols in an order which makes them fit together. When you succeed in arranging the symbols thrice, the elevator door will open. An example layout of the symbols:



Go up and take a look around. You will notice some diagrams, which resemble devices used to commit crimes up to this date. Next, proceed downstairs. There you will meet the owners of the barn. Talk to them. After an unpleasant conversation, exit the barn. Call your partner and drive away.

14. The Church and the Cemetery

Talk to the pastor. Climb the clock tower and take a look around. Take a **brush** from the prie-dieu. Approach the tower door, try to open it, but it is closed. Return to the pastor and talk to him.. He will give you the key. Go to the tower, open the door, and go upstairs. Look around the interior, but it is too dark. Get back to the pastor, and ask him to provide you with some light. He will give you a **flashlight**. Go back up the tower and take a look around. Connect the light, connecting the plug to the socket. Get a **lever** hanging next to the tower staircase. Look at the floor. There you will see a **board** nailed to the floor. Use the **lever** to pull the nails out, and lift up the **board**. You will see a dusty surface. Clean it up with the **brush**, and read the inscription under the dust. Exit the building and talk to the pastor. Go to the cemetery and examine some tombstones. You will notice a card symbol engraved on Finney's tombstone: a deuce of hearts. Return to the pastor and talk to him about this. Next, proceed towards the car. At the car you will get a phone call from Ruth. Talk to her. Next, get into the car, and drive to the courthouse.

15. The Courthouse

You will get out of the car in front of the courthouse. It appears to be closed already. Go to the back of the courthouse. Look through the window. You can't go in through there — the window is too high. Go to the **lamppost**. You will see an advertisement **board** chained to the lamppost. Get back to the street in front of the courthouse. Take a broken **spade** from the trash can. Proceed to the back of the courthouse, and approach the lamppost. Use the **spade** to break the **chain** connecting the board to the lamppost. Take the advertisement **board** and place it under the courthouse window. Climb the **board** to get inside the courthouse. Enter the courthouse archives and take a look around. Proceed to the far side of the archives. You will find Dick there. Talk to him. You will get into an argument with him, ending up with you trying to arrest your partner. You will not succeed though, with Dick knocking you over and running away. Get in to your car, and chase him. Dick's car will fall off the road, and Dick will die in the crash. However, before he dies, he will manage to give you a clue about the murderer's whereabouts. Drive to the lighthouse.

16. The Coast

Get out of the car at the coast. Go to the **hut**. Take a look around the surroundings. You will notice a car, which could take you to the lighthouse. Go behind the **hut**, to the cableway. Go to the **container**. Pick up a **lever** supporting the container. Move away the **rock** which blocks the **container**, and lean it to the side. Enter the **hut**. Take a look around inside. Take a **work jacket** hanging from the wall, and a **belt**. Unscrew a hook used for hanging the jacket and the belt. Pick up a **metal cover** from the floor. Take a **nut** from the **beam** under the engine. Pick up a **flywheel**, and rod reel from the floor under the engine, and a **broken board** from the bench on the right. Attach the **hook** to the **board**. You will see a crack in the floor. Approach it, and look through. You will notice a **key** inside. Use the **board with hook** to pull the **key** out of the crack. Approach the **engine** and examine it carefully. Install the **flywheel** on the **axle**, and apply a **nut** to secure the assembly. Examine the **cylinder head** and take a **shank**

out of it. Look at the **fuel tank intake**. Try to take off the **cap**, but without success. Use the box-end wrench to loosen the **cap**, and remove it. Search the **jacket**. From the right pocket, you will get a **pack of cigarettes**, and from the left one, a box of **matches**. Take a **cigarette** from the pack, and light it with a **match**. Apply the lit **cigarette** into the **cylinder head shank**. Insert the **shank with the lit cigarette** into the **cylinder head slot**. Look at the **clutch**. Insert the **lever** into the **clutch lever slot**. Examine the **rod reel** and pull out some **fishing line** from it. Wrap the **fishing line** around the **clutch lever**. Apply the **fuel tank intake cap** on the **metal cover**. Go outside the hut, and approach the **container**. Place the **cover with the cap** under the **valve**, unscrew the **valve**, and pour some fuel to the **cover**. Pick up the **cover filled with fuel**, and return to the **hut**. Pour the fuel into the fuel tank, and cover the intake with a **cap** taken from the **cover**. Wrap the **belt** around the **axle**. Pull the **belt** to start up the **engine**. Exit the **hut**, and proceed towards the **car**. Enter the car, and use it to enter the **lighthouse**.

17. The Lighthouse

At the platform, connect the **end of the steel rope** with a hook to the metal ladder. Next, jump on the **platform**. Take the staircase to the **fort entrance**. Of course, you won't be able to open it. Take an **oar** from the boat. Use it to throw the other **end of the steel rope**, hanging above the fort entrance door on the other side, over to the platform. Go down, and move to the next platform. Tie up the **steel rope** to a **mine**. A **beam** will fall down. Return to the platform, and pick up the **beam**. Put it under the **mine**, and press the **beam**. It will cause the mine to fall down, and lift the **ladder** tied up to the steel rope. Return to the **fort entrance**. Climb up the **ladder** to the **roof over the entrance**. Go to the **lighthouse**, and try to open the **door**. It can't be done, however, because they're bolted shut. Go to the **storeroom hatch**, and try to open it — again unsuccessfully. Approach the crane, and take a look at its **control panel**. You will notice a card stuck at the crane control panel — a **JOKER**. Take it.



Try to control the crane using the panel. Use the **green button** to power up the crane. When you try and move the **first vertical lever from the left upwards**, the crane arm will rise. Move the first **horizontal lever** from the top twice **to the right** (or **left**), in order to move the crane arm over the hatch. Next, move the second **horizontal lever** from the top to the **left**, and then the second **vertical lever** from the left — twice **downwards**. Go to the hatch. Mount a **hook** on the **hatch handle** and return to the **crane control panel**. Move the second **vertical lever** from the left twice **upwards**. The hatch will open. Approach the **hatch**, and go through it to the main lighthouse storeroom.

Talk to Benson. Pick up a **broom**, and a **big wrench** from the floor, by the wall, on the left. Go between the racks, and pick up a **bucket** and a **small wrench**. There will be a **box** on the right side of the door. Approach it, open it, and take out a **broken blade** and a **medium wrench** out of it. Get to the **duct grating**, and try to open it — again unsuccessfully. Lever the grating with any **wrench**. Approach a switch on the wall, on the right side of the door. Move to the junction box above the switch. Use the blade to unscrew **screws**, and take off the cover. When you examine it, you will find instructions for connecting the wires.



Connect the **cables** to appropriate **junctions**, by pointing a wire and clicking a target **junction**. First, connect the **blue** wire to the first junction on the left, then the **brown** wire to the middle junction, and finally the **black** wire to the rightmost junction. Change the switch position, and you will flush the duct. Enter the **duct**. Apply the **wrenches** to the impeller axle, and use them to rotate blades, until you clear the way.



Move under the blades to the platform. Take a **metal handle** from the **bucket**. Bend it into a **loop**. Put the **bucket** on the platform. Take the **brush** off the **broom**. Install a **loop** made from the bucket handle on the **broomstick**. Stand on the bucket and look inside the top room. You will see a door with handle. Use the **loop on the broomstick** twice on the door handle to open it. Go through the **culvert** to the storeroom. Open the unlocked door, and proceed to the room with staircase. Go upstairs, and talk to the killer.